1 Introduction

In the next part of the course, we will be working with the Scheme programming language. In addition to learning how to write Scheme programs, we will eventually write a Scheme interpreter in Project 4!

Scheme is a dialect of the Lisp programming language, a language dating back to 1958. The popularity of Scheme within the programming language community stems from its simplicity – in fact, previous versions of CS 61A were taught in the Scheme language.

2 Primitives

Scheme has a set of atomic primitive expressions. Atomic means that these expressions cannot be divided up.

```scheme
scm> 123
123
scm> 123.123
123.123
scm> #t
True
scm> #f
False
```

Unlike in Python, the only primitive in Scheme that is a false value is #f and its equivalents, false and False. The define special form defines variables and procedures by binding a value to a variable, just like the assignment statement in Python. When a variable is defined, the define special form returns a symbol of its name. A procedure is what we call a function in Scheme!

The syntax to define a variable and procedure are:

- `(define <variable name> <value>)`
- `(define (<function name> <parameters>) <function body>)`
Questions

2.1 What would Scheme display?

scm> (define a 1)

scm> a

scm> (define b a)

scm> b

scm> (define c 'a)

scm> c

3 Call Expressions

To call a function in Scheme, you first need a set of parentheses. Inside the parentheses, you specify an operator expression, then zero or more operand subexpressions (remember the spaces!).

Operators may be symbols, such as + and * or more complex expressions, as long as they evaluate to procedure values.

scm> (- 1 1) ; 1 - 1
0

scm> (/ 8 4 2) ; 8 / 4 / 2
1

scm> (* (+ 1 2) (+ 1 2)) ; (1 + 2) * (1 + 2)
9

Evaluating a Scheme function call works just like Python:

1. Evaluate the operator (the first expression after the ()), then evaluate each of the operands.

2. Apply the operator to those evaluated operands.

When you evaluate (+ 1 2), you evaluate the + symbol, which is bound to a built-in addition function. Then, you evaluate 1 and 2, which are primitives. Finally, you apply the addition function to 1 and 2.
Questions

3.1 What would Scheme display?

```scheme
scm> (+ 1)
```

```scheme
scm> (* 3)
```

```scheme
scm> (+ (* 3 3) (* 4 4))
```

```scheme
scm> (define a (define b 3))
```

```scheme
scm> a
```

```scheme
scm> b
```

4 Special Forms

There are certain expressions that look like function calls, but don’t follow the rule for order of evaluation. These are called special forms. You’ve already seen one — `define`, where the first argument, the variable name, doesn’t actually get evaluated to a value.

4.1 If Expression

Another common special form is the `if` form. An `if` expression looks like:

```scheme
(if <condition> <then> <else>)
```

where `<condition>`, `<then>` and `<else>` are expressions. First, `<condition>` is evaluated. If it evaluates to `#t`, then `<then>` is evaluated. Otherwise, `<else>` is evaluated.

Remember that only `#f` is a false-y value (also `false` for our interpreter); everything else is truth-y.

```scheme
scm> (if (< 4 5) 1 2)
1
scm> (if #f (/ 1 0) 42)
42
```
4.2 Boolean Operators

Much like Python, Scheme also has the boolean operators \texttt{and}, \texttt{or}, and \texttt{not}. In addition, \texttt{and} and \texttt{or} are also special forms because they are short-circuiting operators.

\begin{verbatim}
scm> (and 25 32)
32
scm> (or 1 2)
1
\end{verbatim}

\section*{Questions}

4.1 What would Scheme display?

\begin{verbatim}
scm> (if (or #t (/ 1 0)) 1 (/ 1 0))
scm> (if (> 4 3) (+ 1 2 3 4) (+ 3 4 (* 3 2)))
scm> ((if (< 4 3) + -) 4 100)
scm> (if 0 1 2)
\end{verbatim}

4.3 Lambdas and Defining Functions

Scheme has lambdas too! The syntax is

\begin{verbatim}
(lambda (<PARAMETERS>) <EXPR>)
\end{verbatim}

Like in Python, lambdas are function values. Also like in Python, when a lambda expression is called in Scheme, a new frame is created where the parameters are bound to the arguments passed in. Then, \texttt{EXPR} is evaluated in this new frame. Note that \texttt{EXPR} is not evaluated until the lambda function is called.

Like in Python, lambda functions are also values! So you can do this to define functions:

\begin{verbatim}
scm> (define (square x) (* x x)) ; Create function square using define special form
scm> (define square (lambda (x) (* x x))) ; Equivalently, bind the name square to a lambda function
scm> (square 4)
16
\end{verbatim}
let is another special form based around lambda. The structure of let is as follows:

(let ( (<SYMBOL1> <EXPR1>)

...  
((<SYMBOLN> <EXPRN>) )

<BODY> )

This binds the results of evaluating expressions 1 through n to their associated symbols, creating temporary variables. Finally, the body of the let is evaluated.

This special form is really just equivalent to:

( (lambda (<SYMBOL1> ... <SYMBOLN>) <BODY>) <EXPR1> ... <EXPRN>)

Think of the temporary variables as being the parameters of a lambda function. Then, the arguments are the values of the expressions, which we bind to the temporary variables by calling the lambda.

Consider the following example:

(let ((x 1)
     (y 2))
    (+ x y))

This is equivalent to:

((lambda (x y) (+ x y)) 1 2)

Questions

4.1 Write a function that returns the factorial of a number.

(define (factorial x)

4.2 Write a function that returns the $n^{th}$ Fibonacci number.

(define (fib n)
    (if (or (= n 0) (= n 1))
        n
5 Pairs and Lists

To construct a (linked) list in Scheme, you can use the constructor `cons` (which takes two arguments). `nil` represents the empty list. If you have a linked list in Scheme, you can use selector `car` to get the first element and selector `cdr` to get the rest of the list. (`car` and `cdr` don’t stand for anything anymore, but if you want the history go to http://en.wikipedia.org/wiki/CAR and CDR).

```
scm> nil
()
scm> (null? nil)
#t
scm> (cons 2 nil)
(2)
scm> (cons 3 (cons 2 nil))
(3 2)
scm> (define a (cons 3 (cons 2 nil)))
a
scm> (car a)
3
scm> (cdr a)
(2)
scm> (car (cdr a))
2
scm> (define (len a)
    (if (null? a)
        0
        (+ 1 (len (cdr a)))))
len
scm> (len a)
2
```

If a list is a “good looking” list, like the ones above where the second element is always a linked list, we call it a well-formed list. Interestingly, in Scheme, the second element does not have to be a linked list. You can supply something else instead, creating a malformed list. The difference is shown with a dot:

```
scm> (cons 2 3)
(2 . 3)
scm> (cons 2 (cons 3 nil))
(2 3)
scm> (cdr (cons 2 3))
3
scm> (cdr (cons 2 (cons 3 nil)))
(3)
```

In general, the rule for displaying a pair is as follows: use the dot to separate the `car` and `cdr` fields of a pair, but if the dot is immediately followed by an open
parenthesis, then remove the dot and the parenthesis pair. Thus, \((\emptyset \ . \ (1 \ . \ 2))\) becomes \((\emptyset \ 1 \ . \ 2)\).

There are many useful operations and shorthands on lists. \texttt{list} takes zero or more arguments and returns a list of its arguments.

This typically behaves much like quoting a list, except that quoting will not evaluate the list you have quoted which can result in some different outcomes.

\begin{verbatim}
scm> (list 1 2 3)
(1 2 3)
scm> '(1 2 3)
(1 2 3)
scm> (car '(1 2 3))
1
scm> (equal? '(1 2 3) (list 1 2 3))
#t
scm> '(1 . (2 3))
(1 2 3)
scm> (define (square x) (* x x))
(define (square x) (* x x))
scm> square ; We didn't actually define square above because of the quote
Error
scm> (list (cons 1 2))
((1 . 2))
scm> '((cons 1 2))
((cons 1 2))
\end{verbatim}

\(=\), \texttt{eq?}, \texttt{equal}?

- = can only be used for comparing numbers.
- \texttt{eq?} behaves like \texttt{==} in Python for comparing two non-pairs (numbers, booleans, etc.). Otherwise, \texttt{eq?} behaves like \texttt{is} in Python.
- \texttt{equal?} compares pairs by determining if their \texttt{car}s are \texttt{equal?} and their \texttt{cdr}s are \texttt{equal?}(that is, they have the same contents). Otherwise, \texttt{equal?} behaves like \texttt{eq?}.

\begin{verbatim}
scm> (define a '1 2 3)
a
scm> (= a a)
Error
scm> (equal? a '1 2 3)
#t
scm> (eq? a '1 2 3)
#f
scm> (define b a)
b
scm> (eq? a b)
#t
\end{verbatim}
5.1 Write a function which takes two lists and concatenates them.

Notice that simply calling \(\text{cons a b}\) would not work because it will create a deep list.

\[
\text{(define (concat a b)}
\]

\[
\text{scm> (concat '1 2 3) '(2 3 4)}
\]
\[
(1 2 3 2 3 4)
\]

5.2 Write a function that takes an element \(x\) and a non-negative integer \(n\), and returns a list with \(x\) repeated \(n\) times.

\[
\text{(define (replicate x n)}
\]

\[
\text{scm> (replicate 5 3)}
\]
\[
(5 5 5)
\]
5.3 A run-length encoding is a method of compressing a sequence of letters. The list 
(a a a b a a a a) can be compressed to ((a 3) (b 1) (a 4)), where the compressed 
version of the sequence keeps track of how many letters appear consecutively.

Write a function that takes a compressed sequence and expands it into the original 
sequence. *Hint:* You may want to use `concat` and `replicate`.

```
(define (uncompress s)
  ...
)
```

```
scheme> (uncompress '((a 1) (b 2) (c 3)))
(a b b c c c)
```

5.4 Write a function that takes a procedure and applies it to every element in a given 
list.

```
(define (map fn lst)
  ...
)
```

```
scheme> (map (lambda (x) (* x x)) '(1 2 3))
(1 4 9)
```

5.5 Write a function that takes a procedure and applies to every element in a given 
nested list.

The result should be a nested list with the same structure as the input list, but 
with each element replaced by the result of applying the procedure to that element.

Use the built-in `list?` procedure to detect whether a value is a list.

```
(define (deep-map fn lst)
  ...
)
```

```
scheme> (deep-map (lambda (x) (* x x)) '(1 2 3))
(1 4 9)
scheme> (deep-map (lambda (x) (* x x)) '(1 ((4) 5) 9))
(1 ((16) 25) 81)
```
6 Extra Questions

6.1 Fill in the following to complete an abstract tree data type:

```
(define (make-tree label branches) (cons label branches))
```

```
(define (label tree)
  (car tree))
```

```
(define (branches tree)
  (cdr tree))
```

6.2 Using the abstract data type above, write a function that sums up the entries of a tree, assuming that the entries are all numbers.

Hint: you may want to use the `map` function you defined above, and also write a helper function for summing up the entries of a list.

```
(define (tree-sum tree)
  "helper function"
)
```

6.3 Using the abstract data type above, write a function that creates a new tree where the entries are the product of the entries along the path to the root in the original tree.

Hint: you may want to write a helper function that keeps track of the current product.

```
(define (path-product-tree t)
  "helper function"
)
```